FIG .1

CONVENTIONAL ART

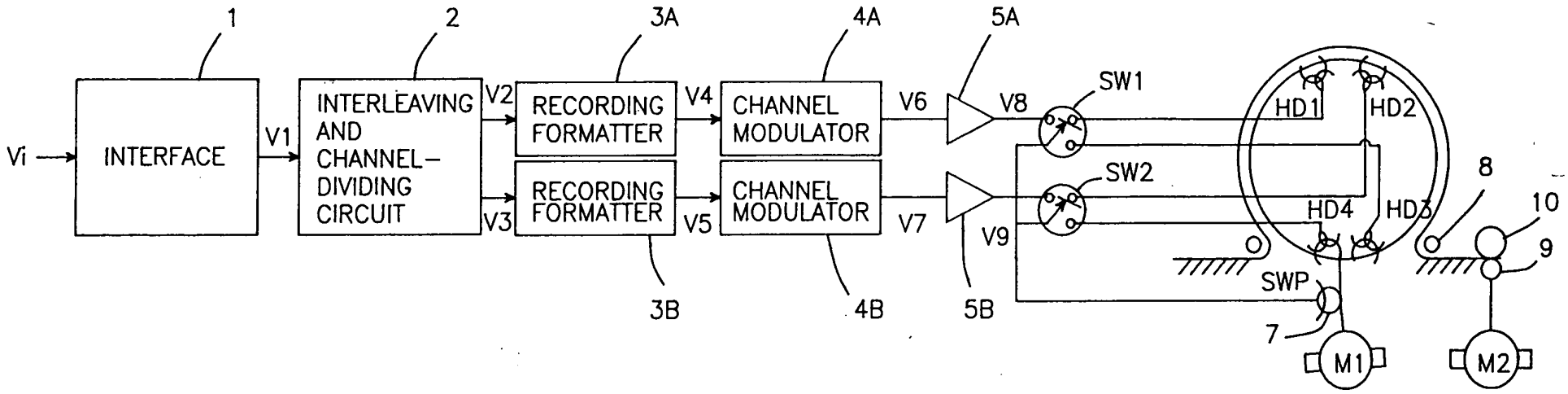
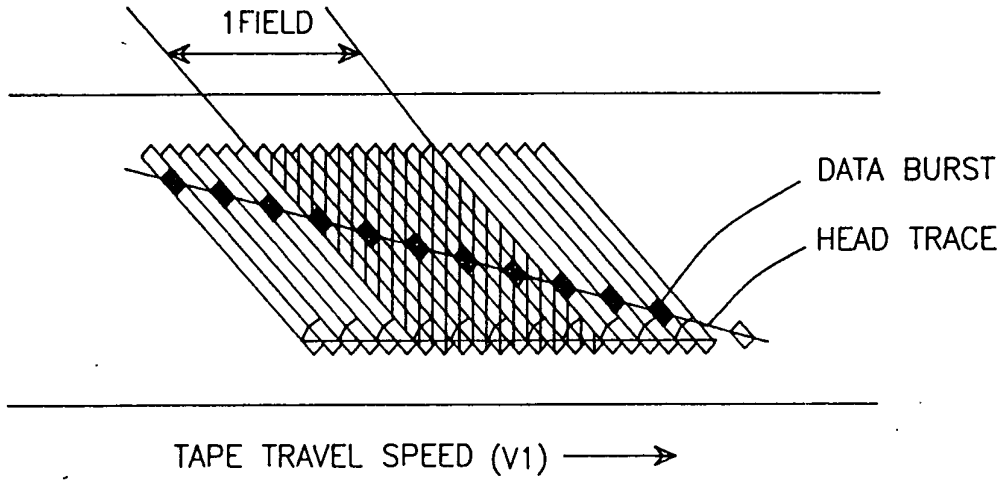


FIG .3

CONVENTIONAL ART



(Figure 22)

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FIG .2

CONVENTIONAL ART

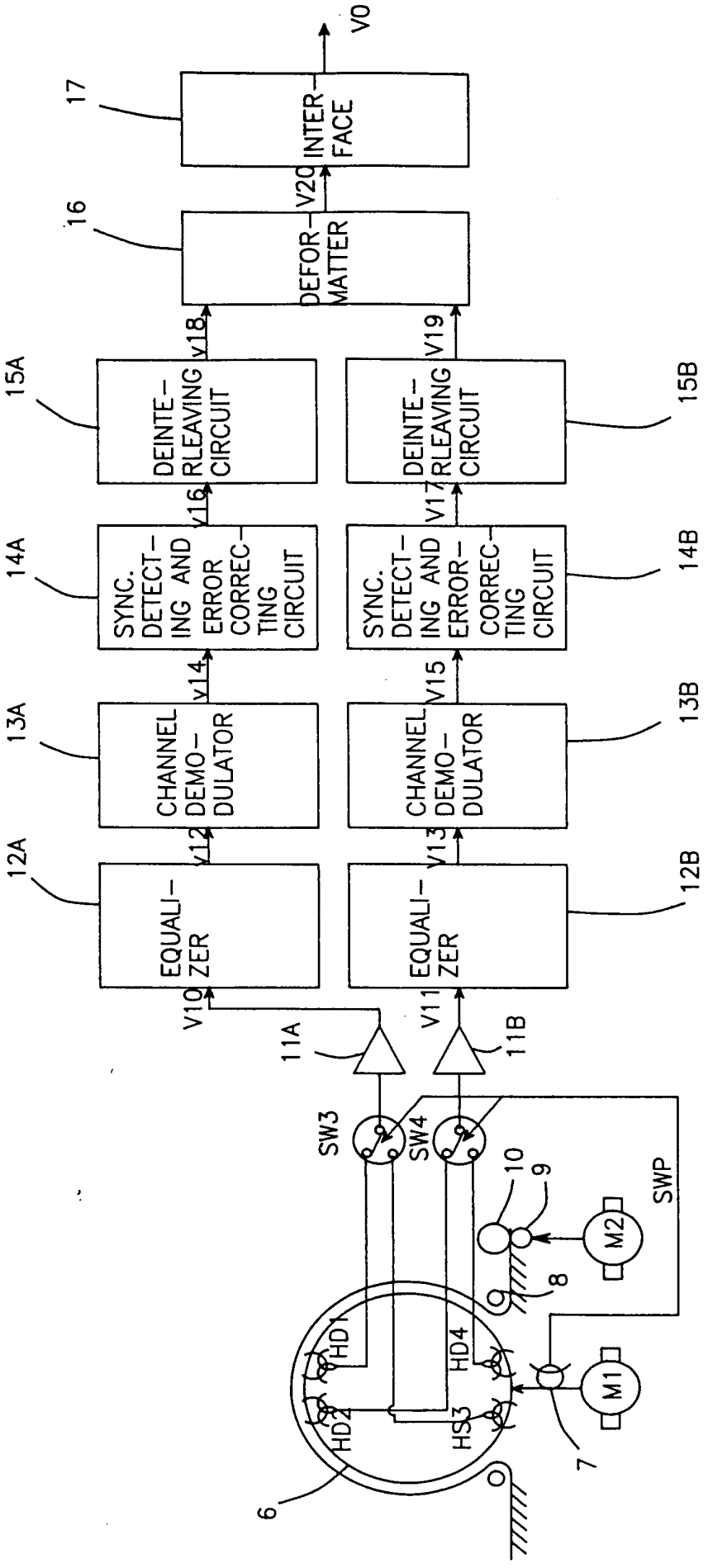

FIG .4

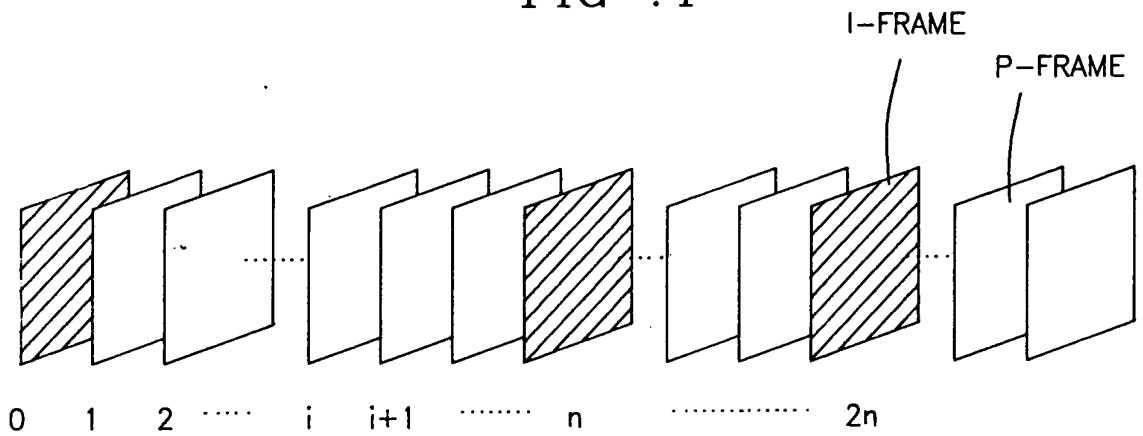

FIG .5

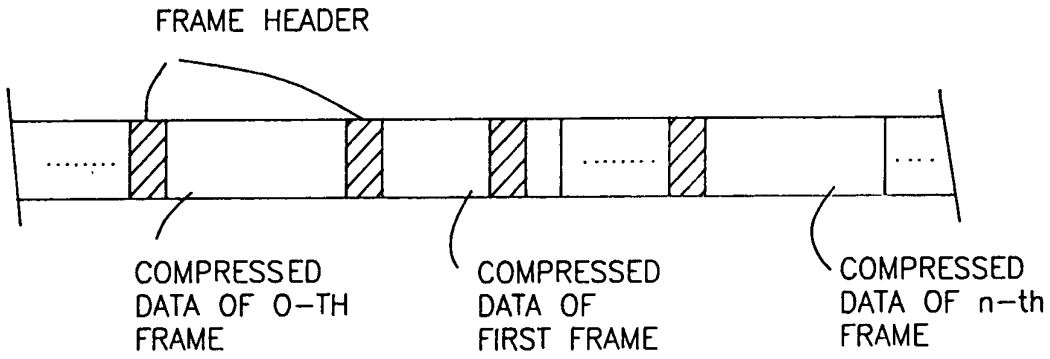

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FIG .6

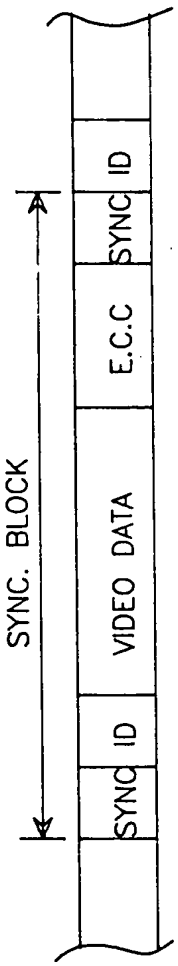
SYNC. BLOCK
SYNC
ID
VIDEO DATA
E.C.C
SYNC
ID

FIG .9

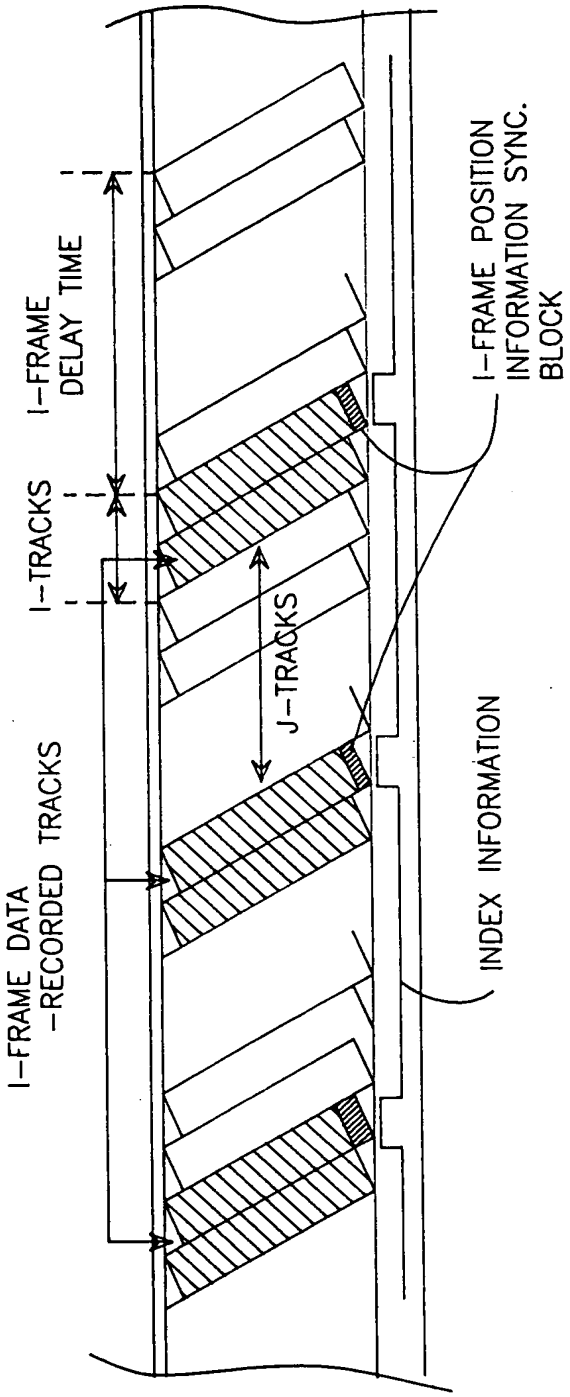
I-FRAME DATA -RECORDED TRACKS
I-TRACKS
I-FRAME DELAY TIME
J-TRACKS
I-FRAME POSITION INFORMATION SYNC. BLOCK
INDEX INFORMATION

FIG .7

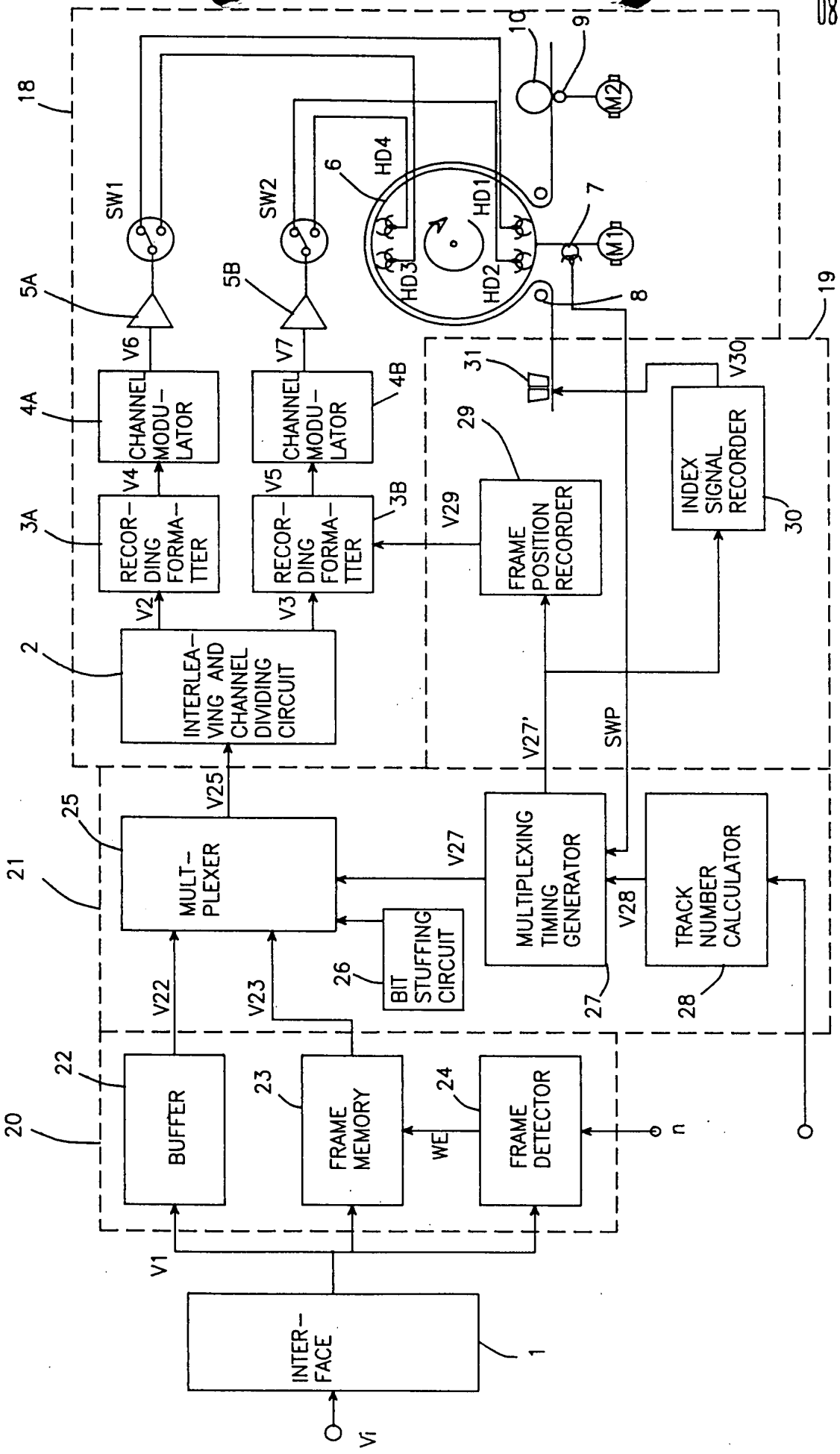
INTER-FACE
Vi
1
V1
BUFFER
22
FRAME MEMORY
23
FRAME DETECTOR
24
WE
n
20
MULT-PLEXER
25
21
BIT STUFFING CIRCUIT
26
V22
V23
V25
V27
MULTIPLEXING TIMING GENERATOR
27
V28
TRACK NUMBER CALCULATOR
28
V27'
SWP
INTERLEA-VING AND CHANNEL DIVIDING CIRCUIT
2
RECOR-DING FORMA-TTER
3A
RECOR-DING FORMA-TTER
3B
V2
V3
V4
V5
CHANNEL MODU-LATOR
4A
CHANNEL MODU-LATOR
4B
V6
V7
5A
5B
SW1
SW2
HD1
HD2
HD3
HD4
6
7
8
9
10
M1
M2
18
19
FRAME POSITION RECORDER
29
V29
INDEX SIGNAL RECORDER
30
V30
31

FIG .8

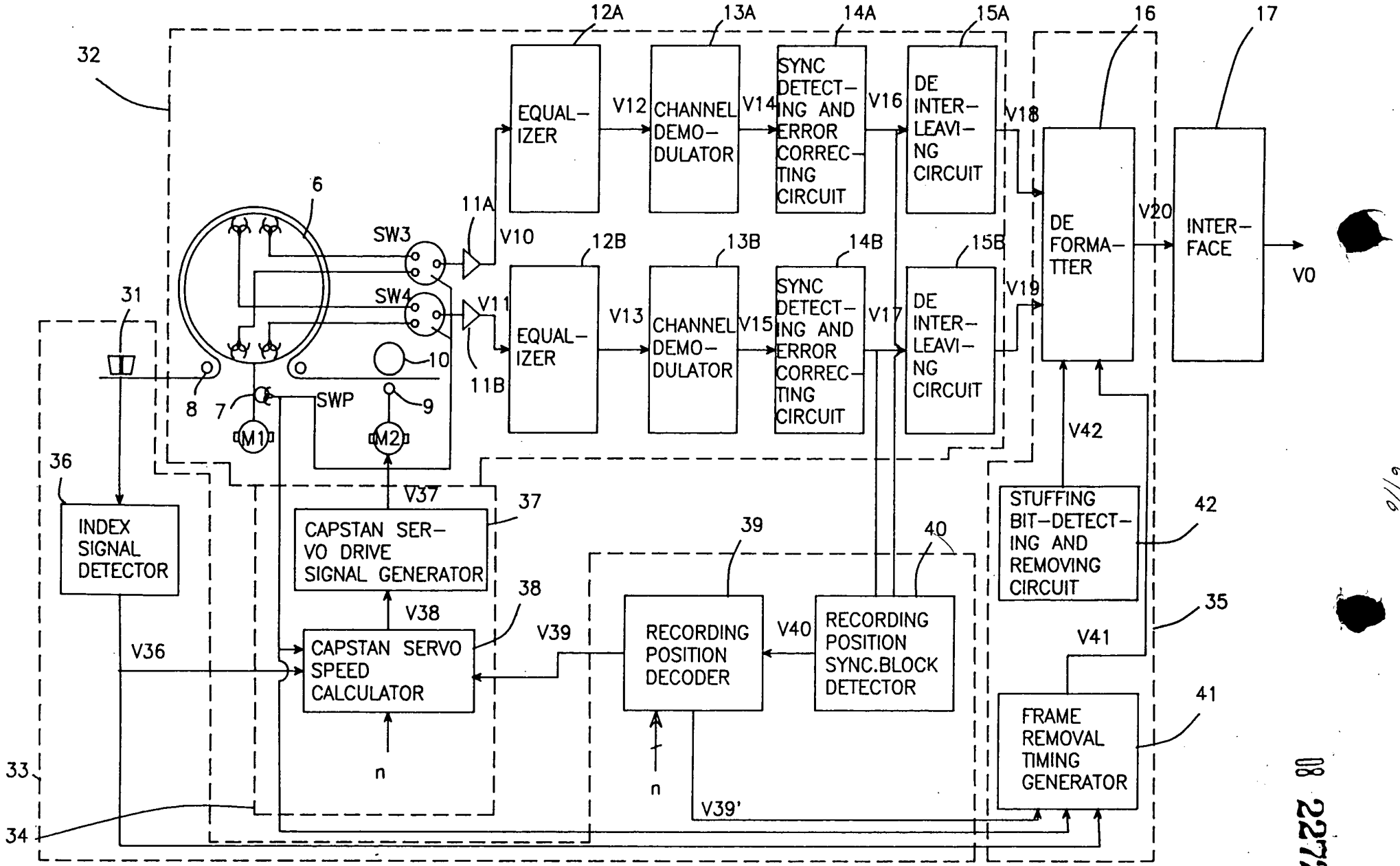

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FIG .10A

FIG .10B

FIG .10C

FIG .10D

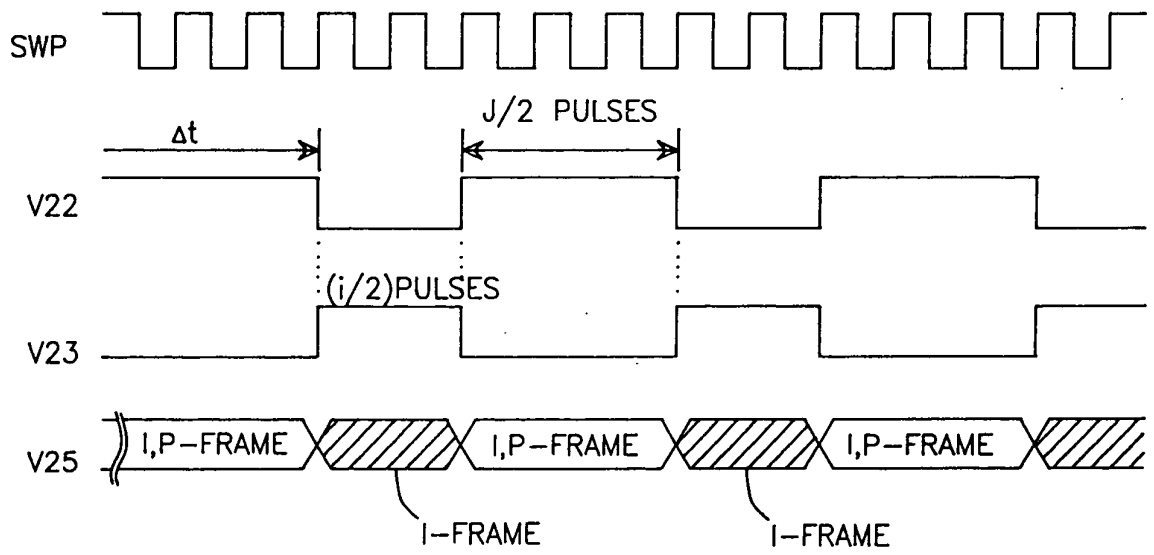

FIG .11

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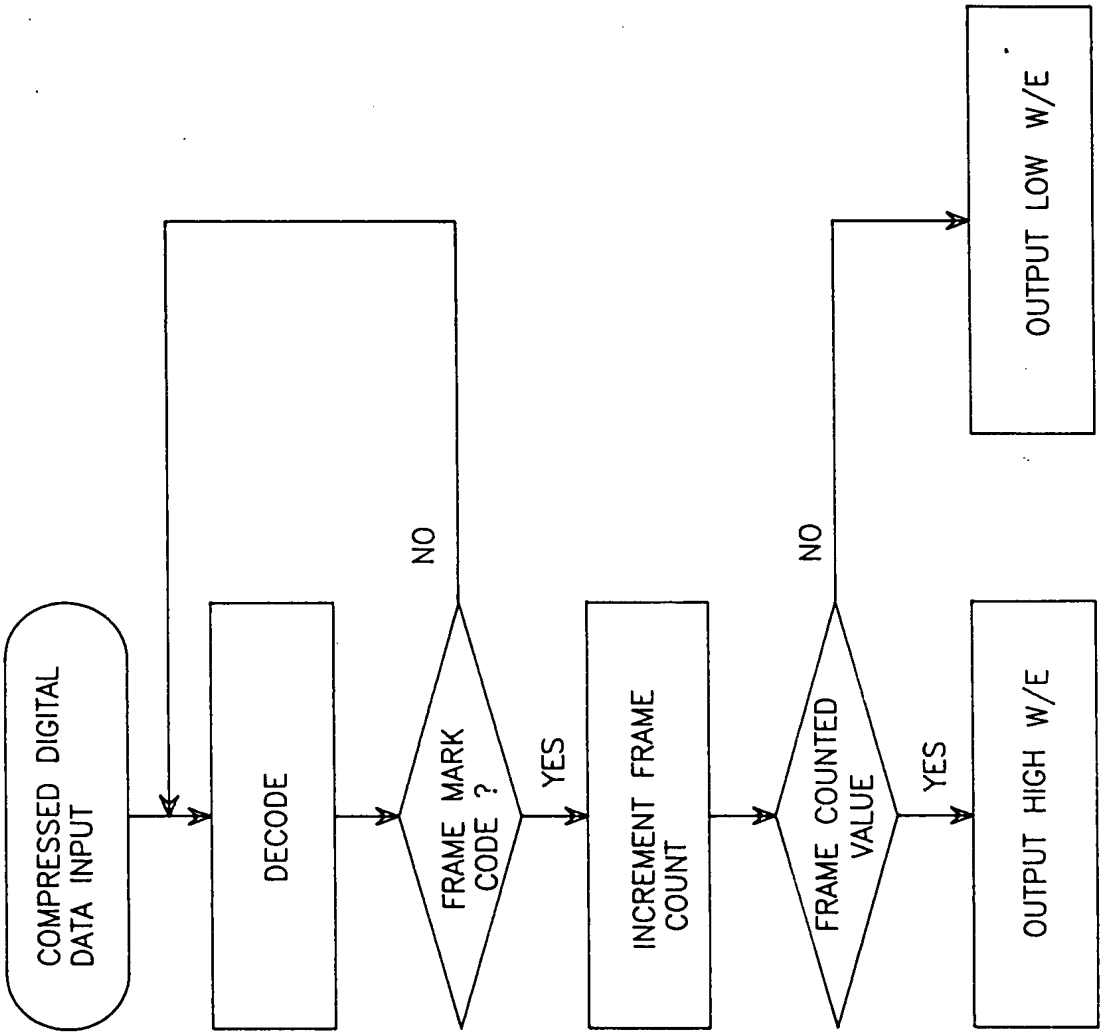
FIG .12


COMPRESSED DIGITAL DATA INPUT
DECODE
FRAME MARK CODE ?
NO
YES
INCREMENT FRAME COUNT
FRAME COUNTED VALUE
NO
YES
OUTPUT LOW W/E
OUTPUT HIGH W/E

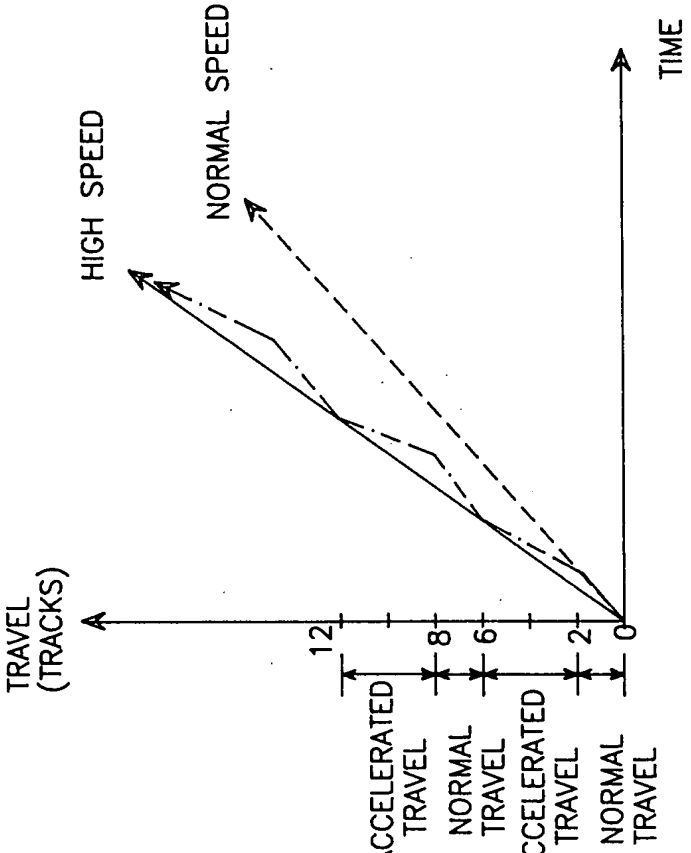


FIG .13A

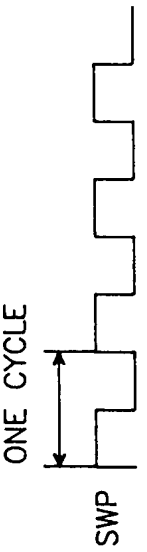


FIG .13B

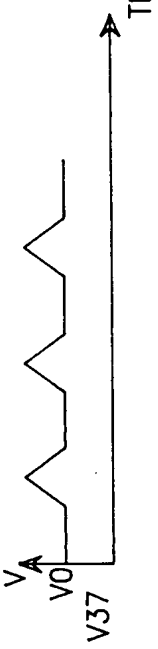


FIG .13C

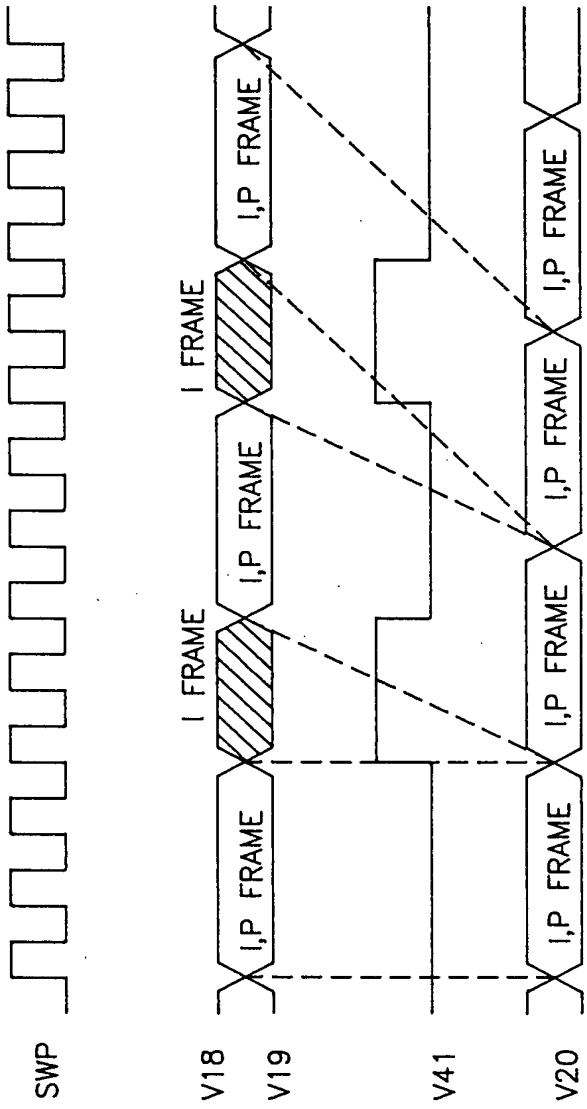


FIG .14A

FIG .14B

FIG .14C

FIG .14D